

FIG. 1

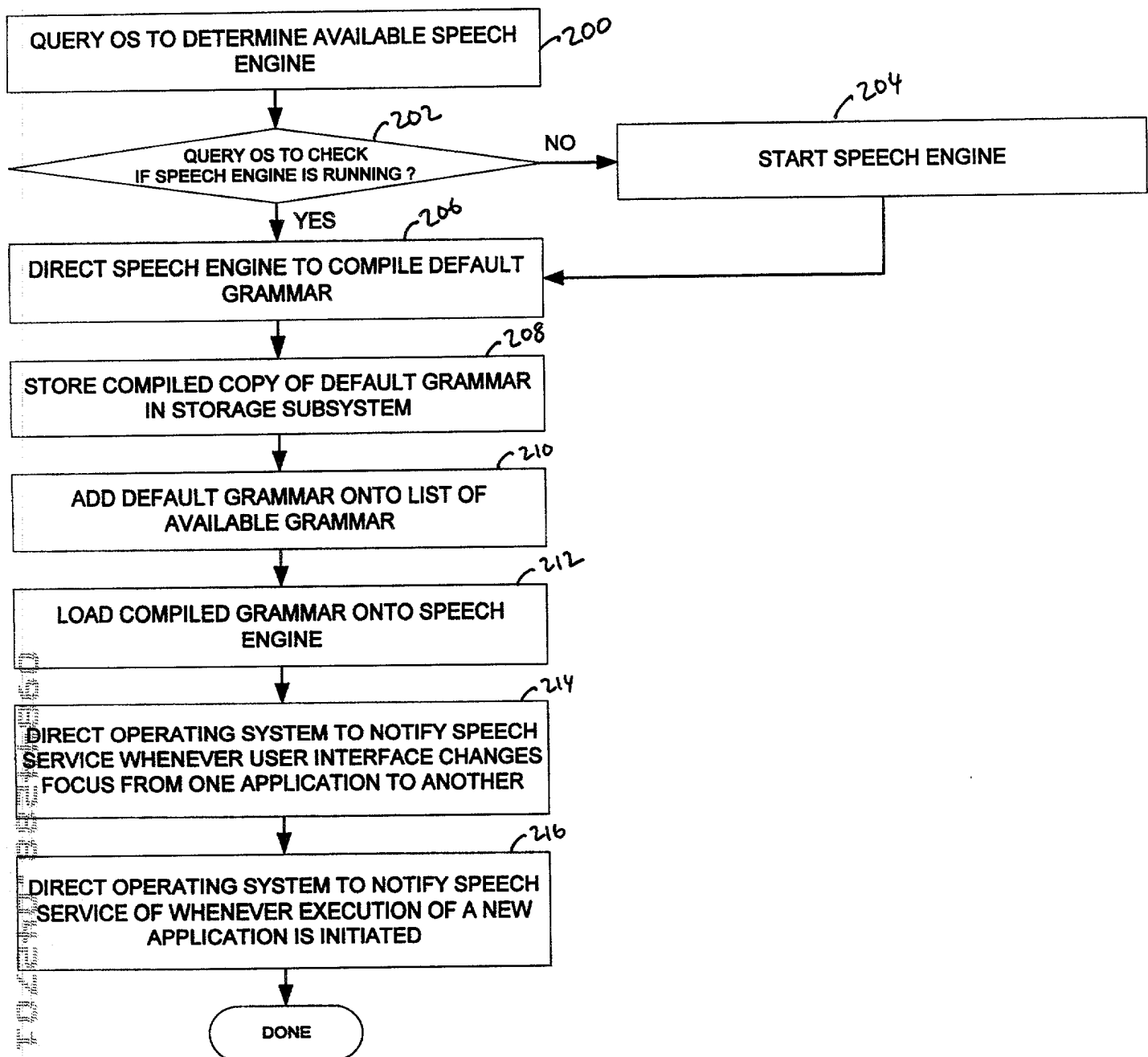


FIG. 2

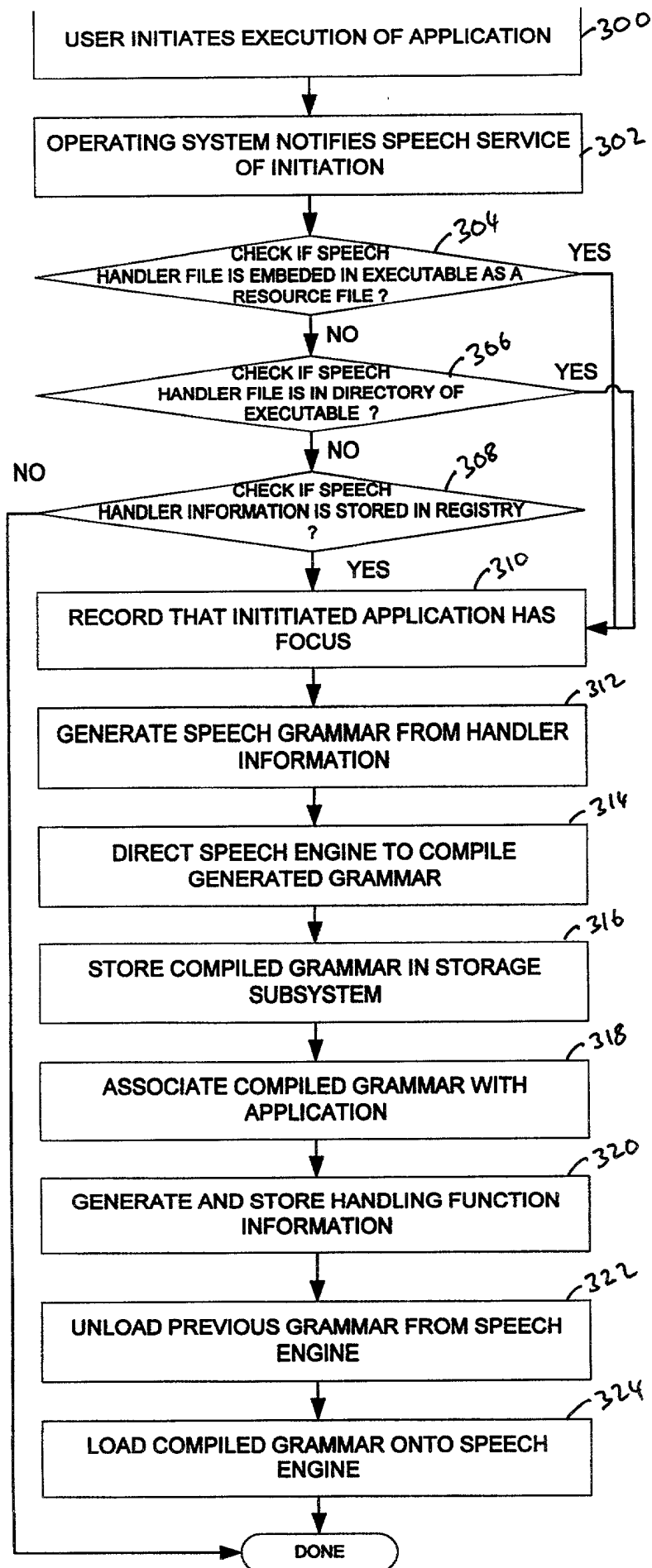


FIG. 3

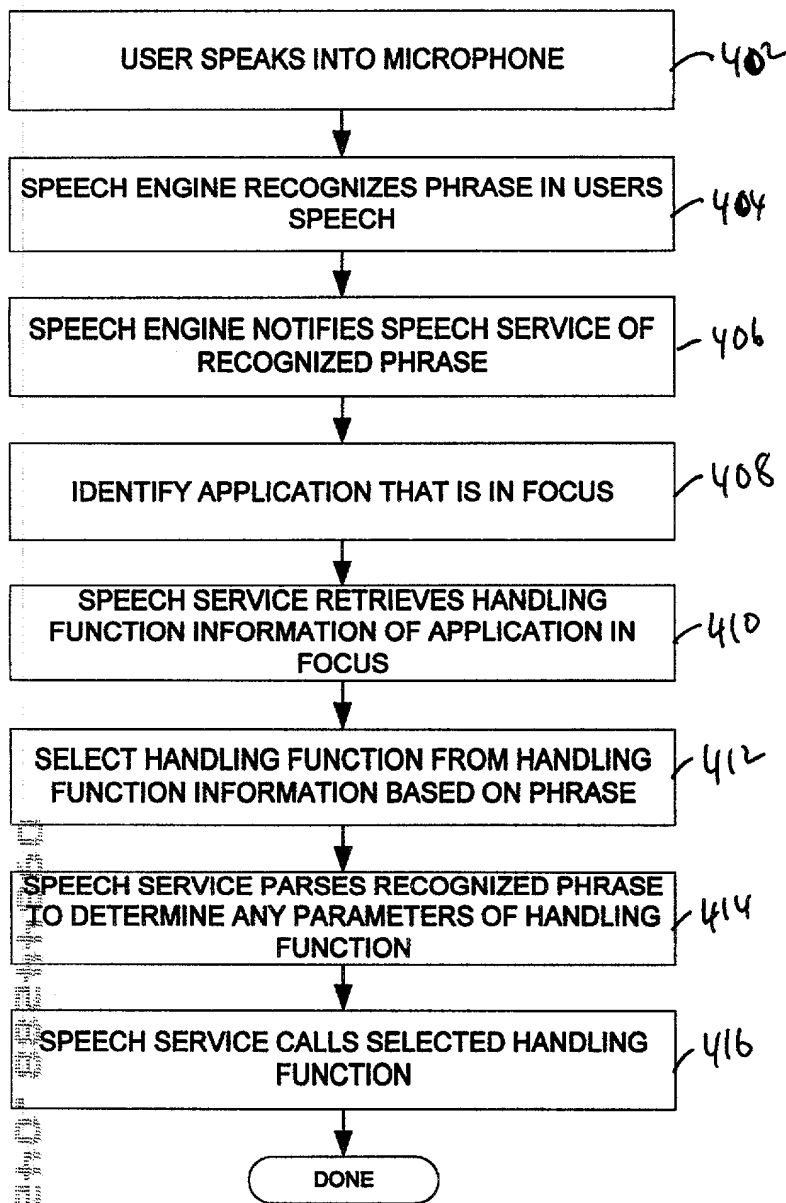


FIG. 4

Handling function	Phrase
int jump(void)	jump
int sendmail(char *recipient)	Sendmail to * "recipient"
int kick(char *person, char *bodypart)	Kick * "person" in * "bodypart"

FIG. 5

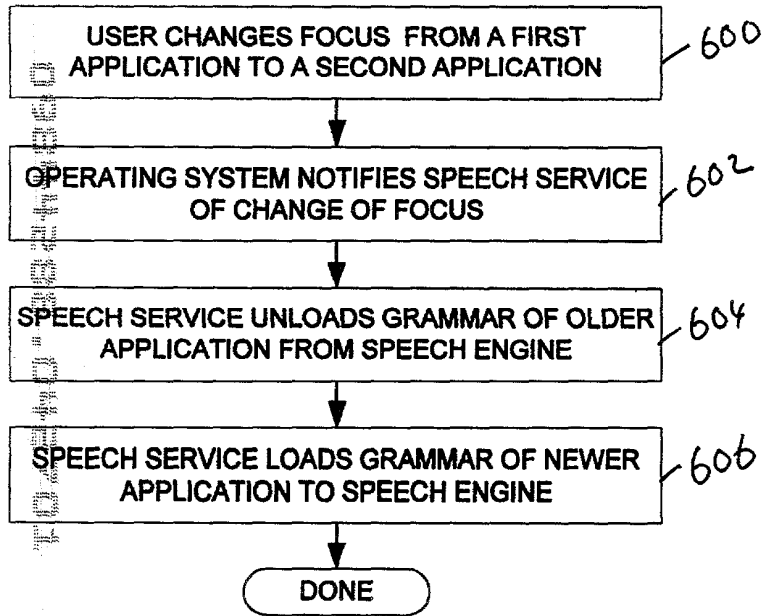


FIG. 6